

# Brain Bones Help

## ***Rules Summary***

Roll the dice and swap them around to create two scoring pairs. The first time a scoring pair is played, the score will be -100 points. After five scoring pairs have been played, your score will be zero. If you have 6 or more scoring pairs, the numbers in the "Values" column will be the value of each scoring pair thereafter. The game is over if one of the discard dice is discarded eight times. The object of Brain Bones is to score as high as possible.

[Brain Bones Rules](#)

[Brain Bones Preferences](#)

[Brain Bones Commands](#)

# Brain Bones Rules

## *Object of the game*

The object of Brain Bones is to score as high as possible.

## *How to Play*

Begin playing by clicking on the bar which says "Roll the Bones". . .

**Roll The Bones!**

You will receive five dice. . .



The scoring pairs above are 10 and 6. The discard die is 4. You can swap the above dice around for any combination possible. For example, other possible scoring pairs from these five dice include:

- A scoring pair of 7 and 9, discard 4.
- A scoring pair of 10 and 8, discard 2.
- A scoring pair of 9 and 9, discard 2.
- A scoring pair of 7 and 8, discard 5.
- A scoring pair of 9 and 6, discard 5.

Assume we keep the 10 / 6 scoring pair and discard the 4. Click on the bar which says "Play This Combination". . .

**Play This Combination**

The score board will award you a total of -200 points. One for the 10 scoring pair and the other for the 6. The discard slot will also show a number 4 as one of your discard dice with a number 1 located to the right. This means you have discarded only one 4. . .



over since the two is discarded eight times. . .

Discards	
1	4
2	8
3	4
4	3

### ***Hints***

By trying to evenly distribute the number of discards, you can play a longer game (and hopefully score higher). In the above figure, a longer game will show that you discarded 7 one's, 7 three's, and 7 four's.

Try to keep the scoring pairs to a minimum. For example, even though the 12 and the 2 score higher, it is very difficult to get 6 pairs. If you stick to the middle numbers you will get rid of the -100's quicker.

If you have a 7 / 7 pair, look to see if you can rearrange and make a 6 / 8 pair. Sixes and Eights score higher later on in the game and they are almost as easy to get.

[Help Contents](#)

[Brain Bones Preferences](#)

[Brain Bones Commands](#)

# Brain Bones Preferences

## ***How to set Preferences***

To bring up the Preferences dialog box, choose the "Preferences..." menu item from the "Game" menu. If any option is changed within the Option dialog box, the current game being played will be abandoned. If you do not wish to abandon the current game, select the ***Cancel*** button and return to the game.

The Preferences dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the preferences available for that topic. For example, the "Extras" tab allows you to choose the background color or texture of the game, and to change the sound options.

## ***Tab Descriptions***

### ***Options Tab***

The number of discards allowed can be selected and will control the length and difficulty of the game.

#### ***4 Discard Slots***

Clicking on the radio button labeled ***4 Discard Slots*** will select an easy game; however, it will take longer to play. This skill level consists of 4 dice discard slots.

#### ***3 Discard Slots***

Clicking on the radio button labeled ***3 Discard Slots*** will select a moderately-challenging game. This skill level consists of 3 dice discard slots.

#### ***2 Discard Slots***

Clicking on the radio button labeled ***2 Discard Slots*** will select a difficult game since the length of the game is short. This skill level consists of 2 dice discard slots.

### ***Dice Tab***

The Dice tab allows you to change the appearance of the playing pieces used in the game. The options for this tab will not affect the rules of the game; however, the look of the game pieces will change.

#### ***Dice Names***

The "Dice Names" list box shows the names of the various playing pieces available. Clicking on a name in the list box selects the new game pieces and previews them in the "Dice Preview" area.

### ***Extras Tab***

The Extras tab allows you to change the background of the main game window, or to

change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

### **Screen Background**

The box framing the "Screen Background" list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

### **Game Sounds**

#### **Game Sounds Enabled**

The "Game Sounds Enabled" check box turns the game sounds *on* or *off*. This option is checked *on* by default. Un-checking the box will turn the game sounds *off*. If this option is turned *off*, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

#### **Path...**

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

#### **Test**

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

### **Animation Tab**

#### **Drag Type**

This list box allows you to choose how you want to handle animation of the pieces.

#### **Drag Pieces**

The **Drag Pieces** shows the piece as you are dragging it.

Hint: This is the preferable action when dragging with the mouse.

#### **Drag Outlines**

The **Drag Outlines** shows an outline of the piece when it is being dragged.

Hint: This option is recommended for people with slower computers that cannot keep up with dragging playing pieces.

***Show Drag Zones***

If the ***Show Drag Zones*** option is checked, the game flashes an outline over pieces that can be moved as you move the mouse over them.

***Show Drop Zones***

If the ***Show Drop Zones*** option is checked, the game flashes an outline over areas where you are allowed to drop a piece as you are dragging.

[Help Contents](#)

[Brain Bones Rules](#)

[Brain Bones Commands](#)

# Brain Bones Commands

## ***How To Move Pieces***

Moving the dice in Brain Bones is accomplished by "dragging" them with the mouse. To drag a piece, click the mouse button on the piece and hold the mouse button down. While holding the button down, move the mouse and "drop" the piece by releasing the mouse button.

If you have the "Show Drag Zones" and "Show Drop Zones" options set (found in the Preferences dialog box on the Animation tab), you will be able to see a ghost image of where the pieces can be picked up and dropped.

## ***Menu Commands***

### ***Game Menu***

#### ***New***

Starts a new game. Abandons any game currently in progress.

#### ***Show High Scores...***

Shows the high score table.

#### ***Preferences...***

Brings up the Preferences dialog box. Abandons any game currently in progress if any options are changed.

#### ***Exit***

Quits Brain Bones.

## ***Panic Button***

If you want to quickly pause and minimize the game, hit the ***Escape*** key on the keyboard.

[Help Contents](#)

[Brain Bones Rules](#)

[Brain Bones Preferences](#)



